

VENTURER

LOADING VENTURER -

PRESS THE BREAK KEY

PRESS "M"

START TAPE

PRESS "L"

THE NUMBERS IN THE UPPER LEFT HAND CORNER SHOULD BEGIN TO

ADVANCE SMOOTHLY FOR ABOUT 45 SECONDS

THE MACHINE SHOULD THEN BEGIN TO LOAD LINES OF MACHINE CODE

FOR ABOUT 5 MINUTES.

THE TAPE IS AUTOSTARTING.

THE OBJECT OF THE GAME -

YOU ARE TOO ENTER THE ROOMS AND STEAL THE TREASURE IN EACH ROOM. YOU CANNOT KILL THE FIREBALLS MOVING IN THE MAIN CORRIDORS (IF YOU ARE AT A LEVEL THAT HAS THEM), BUT YOU CAN SHOOT THE MONSTERS IN EACH ROOM.

STEALING ALL THE TREASURES IN ALL ROOMS MOVES YOU UP A LEVEL AND CREATES NEW TREASURES.

LEVELS 2 AND UP WILL ADD HIDDEN LAND MINES TO EACH ROOM. THERE IS A SIMPLE LOGIC REGARDING THEIR PLACEMENT AND THEY ARE AVOIDABLE.

NORMAL EARLY SCORES ARE IN THE RANGE OF 500. THIS IS A VERY DIFFICULT GAME. HOWEVER, MAXIMUM SCORES AMONG THE STAFF HAVE BEEN AS HIGH AS 250,000.

CONTROLS -

1) ROTATE CLOCKWISE

2) ROTATE COUNTERCLOCKWISE

8) MOVE FORWARD

SPACE BAR) FIRE CANNON

R) RESTART

P) PAUSE (AT LAST!! A PHONE CALL CONTROL!!)

BONUS -

THERE IS A 10,000 POINT BONUS FOR FINISHING A LEVEL. YOU BEGIN WITH THREE WARRIORS AND ARE GRANTED AN EXTRA ONE FOR EACH 10,000 POINTS YOU ACCUMULATE.

FOR PROGRAMMERS -

THE PROGRAM SITS FROM #0802 TO #1FFF. THE NORMAL START VECTOR IS #0802. THERE ARE SEVERAL PLACES THAT THE PROGRAM CAN BE MODIFIED.

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MEM      SET AS    DOES
0003     0A        EXTRA MAN AT LOC.X 1000 POINTS
0004     03        NUMBER OF MEN YOU START WITH
12CB     7F        KEYBOARD ROW FOR COUNTERCLOCK CONTROL KEY
12CD     7F        KEYBOARD ROW RETURN FOR CNTRCLK KEY
12D2     7F        KEYBOARD ROW ENABLE FOR CLOCKWISE KEY
12D7     BF        KEY RETURN FOR CLKWS KEY
12DC     BF        KEY ROW FORWARD CONTROL KEY
12E1     7F        RETURN VALUE FRWRD CONTROL KEY
12E6     FD        FIRE KEY ROW
12EB     EF        FIRE KEY RETURN
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DAVE
8,750
9,850

MARY
8,600

SOOTHEE ROOM
FENCEED ROOM
XANADU ROOM
LORTANK CHAMBER
MYSTERY HALL (POINTS)
SILVER CHAMBER
SLISTENING ROOM
LOVERS HALL
OLD MANS DUNGEON
RICH MANS COVE
SUICIDE HALL
THE XOREX HALL (POINTS)
THE LOST HALL
DEAD END CHAMBER
THE BITOUR COVE (POINTS)
WEALTH CHAMBER
TINY, TINY ROOM
SACRAFICE CHAMBER
GUILLOTINE ROOM
THE LOST DUNGEON (POINTS)
THE KINGS CORNER